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SEGA
SYSTEM

AKkaim®
entertainment, inc.

3-D fighting with a vengeance.



city of angels™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM



Edward R. Pressman Company



T-8124H



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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3 Introduction

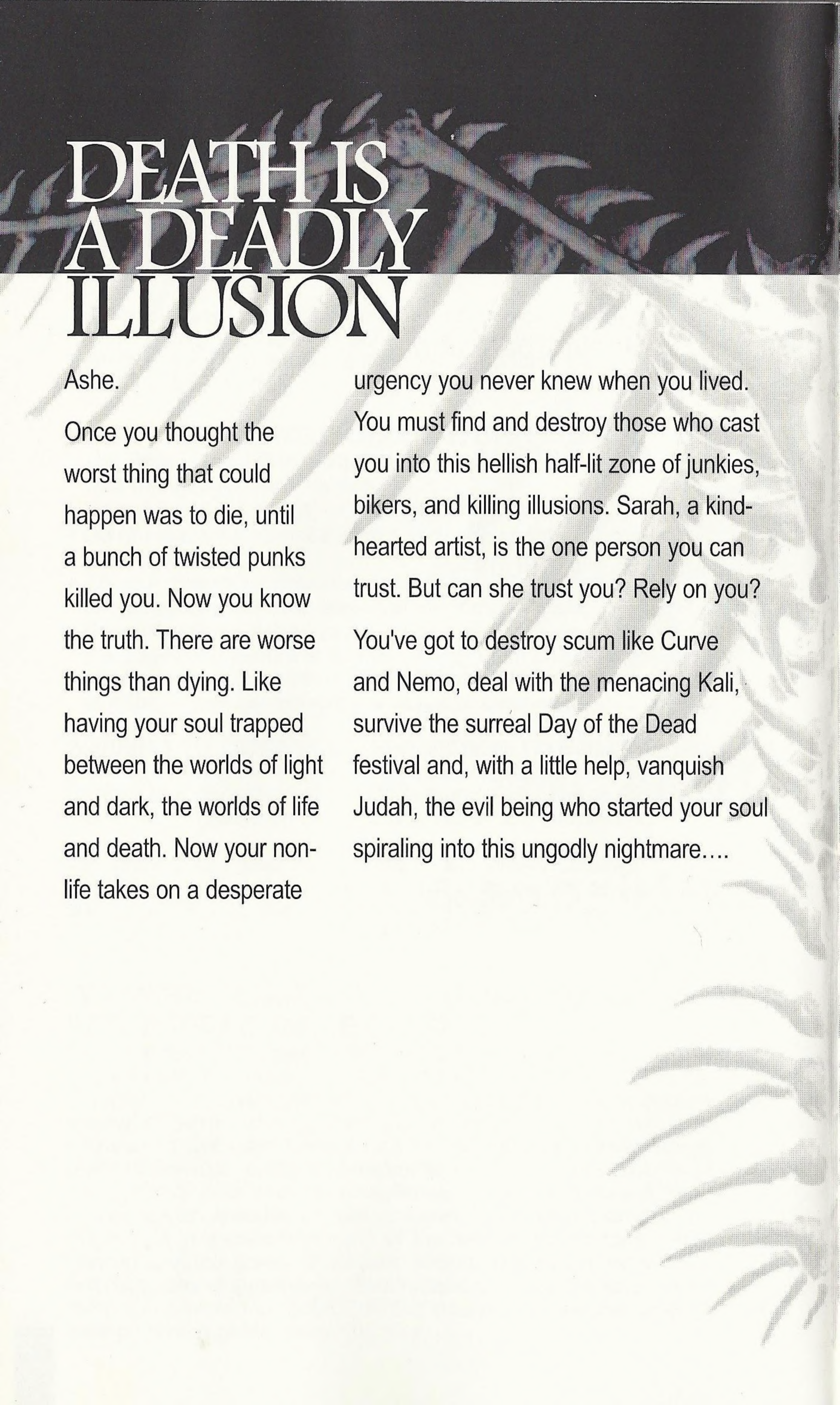
4 Starting up

5 Options

7 Default Controls

11 ~ 14 Levels

15 ~ 16 Characters



DEATH IS A DEADLY ILLUSION

Ashe.

Once you thought the worst thing that could happen was to die, until a bunch of twisted punks killed you. Now you know the truth. There are worse things than dying. Like having your soul trapped between the worlds of light and dark, the worlds of life and death. Now your non-life takes on a desperate

urgency you never knew when you lived.

You must find and destroy those who cast you into this hellish half-lit zone of junkies, bikers, and killing illusions. Sarah, a kind-hearted artist, is the one person you can trust. But can she trust you? Rely on you?

You've got to destroy scum like Curve and Nemo, deal with the menacing Kali, survive the surreal Day of the Dead festival and, with a little help, vanquish Judah, the evil being who started your soul spiraling into this ungodly nightmare....

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual.

Plug in Control Pad 1.

Note: The Crow City of Angels™ is for one player.

2. Place the Crow City of Angels™ disc, label side up, in the well of the CD tray and close the lid.

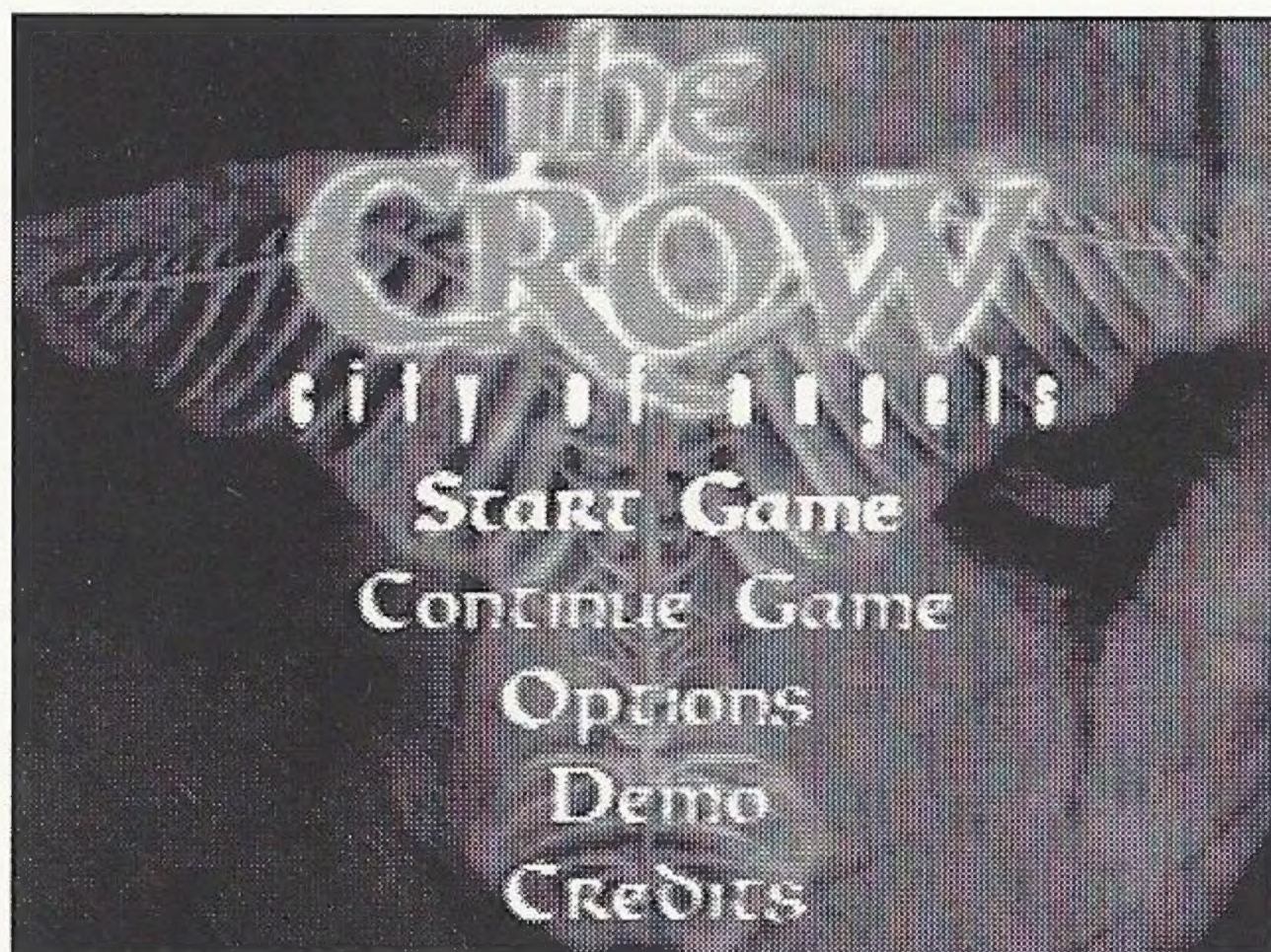
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen.

(If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

After a brief introduction (press the START BUTTON to bypass the introduction), you will see a title screen featuring the Main Menu. Highlight your choice by pressing UP or DOWN on the D-PAD, then press the START or A BUTTON to select it.



OPTIONS

START GAME To begin your journey into the nightmarish City of Angels.

CONTINUE GAME At various times during the game you will be given a password which allows you to resume play at that level. To resume play from where you lost your last incarnation, go to Continue. At the password screen, enter the correct password for the level you wish to play at.

To set game options, highlight an option, then press LEFT or RIGHT to toggle settings.

MUSIC LEVEL Set the music volume by moving the slider.

SOUND EFFECTS LEVEL Set the sound effects volume by moving the slider.

DIFFICULTY Choose among 3 settings, the highest being the hardest.

CONFIGURE CONTROLS Set your controls to suit your taste. Press the START or A BUTTON to get to the Controls Screen, then toggle to one of 3 setups. Press START to return to the Options Menu.

MAIN MENU Highlight this and press START or A to return to the Main Menu.

DEMO To see a brief game demo.

CREDITS Take a minute to check out the talented people who worked to bring this game to life.



GAME FEATURES

Game screen

HEALTH METERS Ashe's health appears in a meter at the top left of the screen. As it empties, he becomes weaker. When it is empty, Ashe has lost all of his "afterlives" and the game is over.

DIRECTION INDICATOR At certain times in the game, a crow symbol will direct you where to go next.

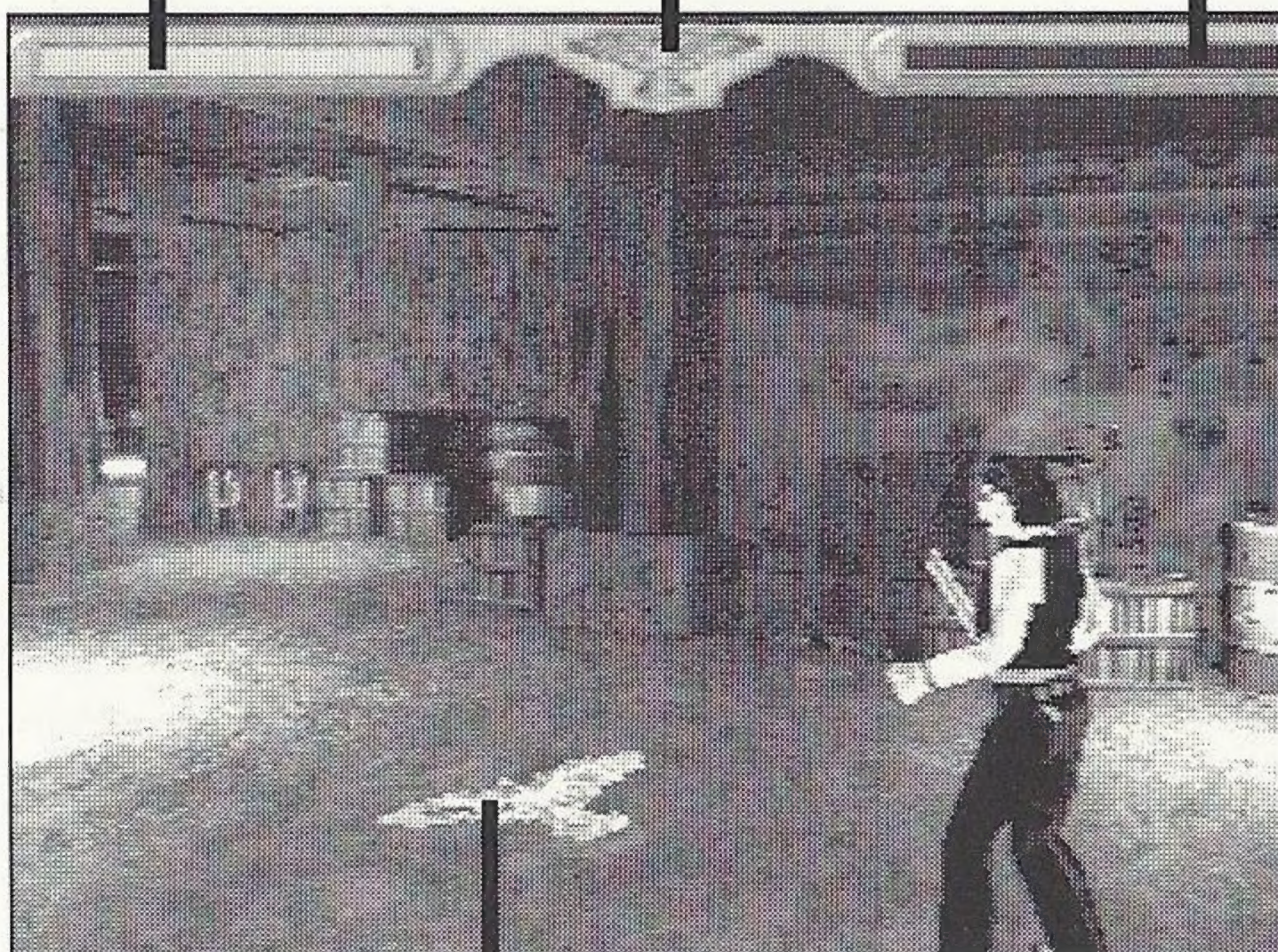
HEALTH / INCARNATIONS REMAINING Ashe starts out with 3 chances to redeem his soul. These appear as bars in the Health Meter. When one is depleted, the number of bars in the Health Meter reflect how many remain.

COMPLETION WARNING You only have limited time to complete an area before the Crow icon in the top center of the screen begins to disintegrate. As this happens, Ashe becomes weaker and his foes stronger.

**HEALTH/ INCARNATIONS
REMAINING**

**COMPLETION
WARNING**

**ENEMY POWER
METER**



DIRECTION INDICATOR

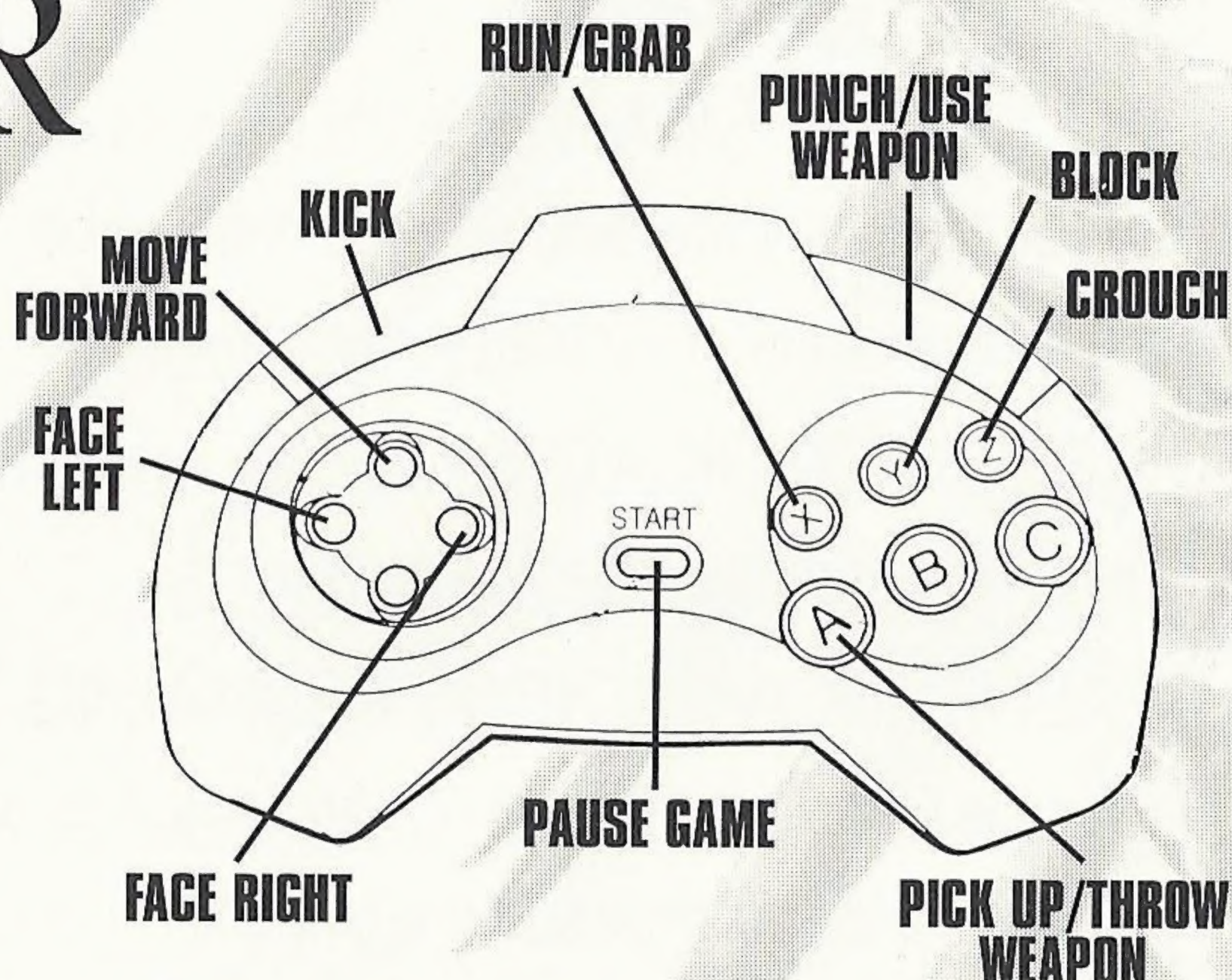
DEFAULT CONTROLS

POWER UPS

Health



Restore partial energy
to Ashe's health meter



Moving in a 3D environment

Moving in three dimensions can take a little getting used to. Practice navigating by pressing the various D-PAD directions. Remember that UP will move Ashe forward in the direction he is facing. Change direction by pressing LEFT or RIGHT on the D-PAD.

RUN **X** BUTTON

CROUCH **Z** BUTTON

CLIMBING Occurs automatically when Ashe is moved close to stairs or a ladder he can climb.

UPPERCUT UP + PUNCH

RIGHT BACKHAND RIGHT D-PAD + PUNCH

LEFT BACKHAND LEFT D-PAD + PUNCH

SPINNING KICK RIGHT OR LEFT + KICK

BACKWARDS "MULE" KICK DOWN + KICK

BACKFLIP Tap DOWN twice to do a backflip.

SPECIAL MOVES Press the X BUTTON to grab and throw an enemy.

When a boss has been grabbed, various D-PAD movements will execute a special move that will make 'em wish they hadn't messed with you.

WEAPONS

Ashe will come across the following weapons and useful items. To pick up or discard a weapon, press the A BUTTON. To use a weapon, press

the PUNCH button.



Knife

Cut through the craziness with this honed blade.



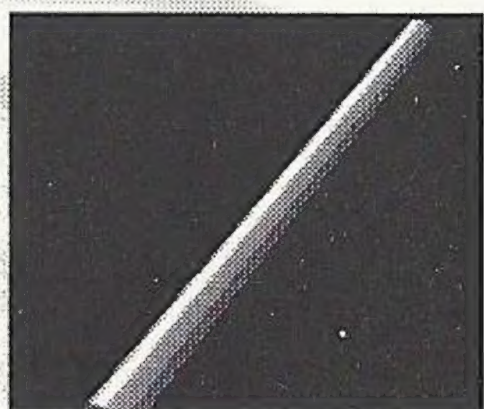
Bat

Try batting 1.000 against your enemies!



Bottles

These can be thrown at or smashed over the heads of enemies



Pipe

Bashing away at an enemy with this will really drain some energy!



Machete

Hack your way to a high score with this broad-bladed knife.



Machine Gun

A fully-automatic sub machine gun can dispatch lots of losers!



Pistol

This six shot revolver is a handy ventilator.



Molotov Cocktails

Treat your foes to a blazing barbecue! Come 'n get it!



Sword

Slash your enemies to oblivion!



Shotgun

A pump-action 12 gauge can make a pretty pattern!



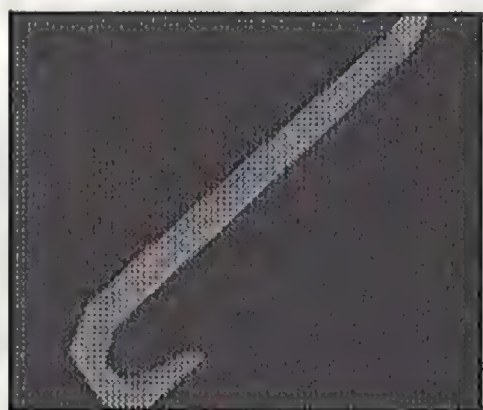
Ammo

Get extra ammo for whichever gun you're holding by walking over this icon.



Exploding Skulls

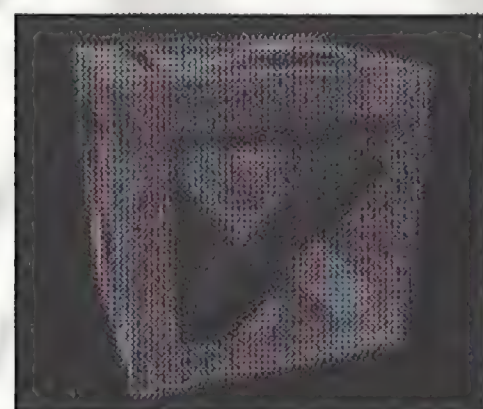
These human skulls hold thousands of tormented souls from the Borderlands, just waiting to explode!



Crow Bar

You wouldn't want to get hit with this.

OTHER ITEMS:



Crate

for throwing



Barrel

for throwing

PAUSING THE GAME

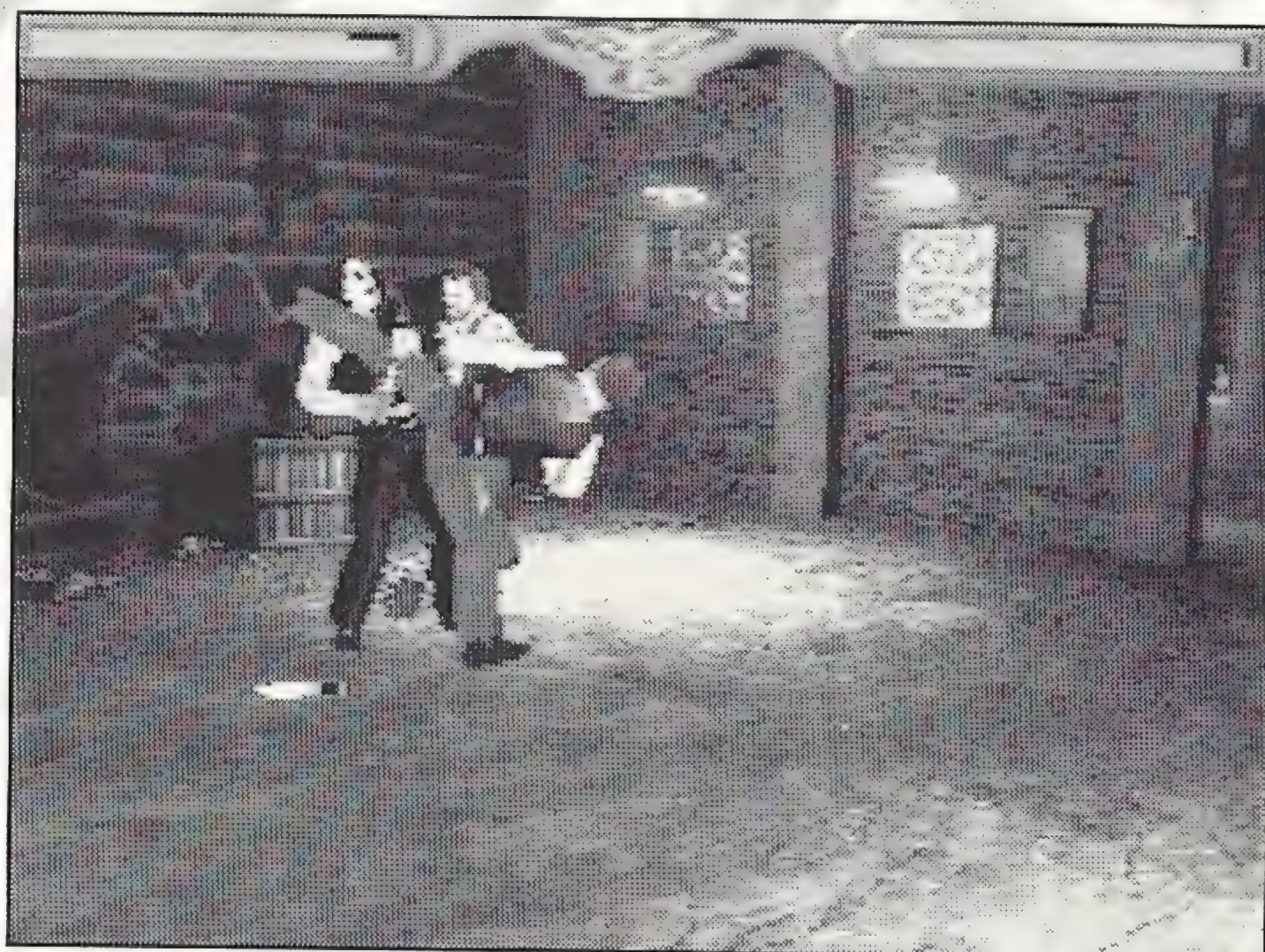
Press the START BUTTON at any time to pause the game.

You may resume play by pressing START or A when YES is highlighted. To quit a game and return to the title screen, highlight NO and press START or A.

LEVELS

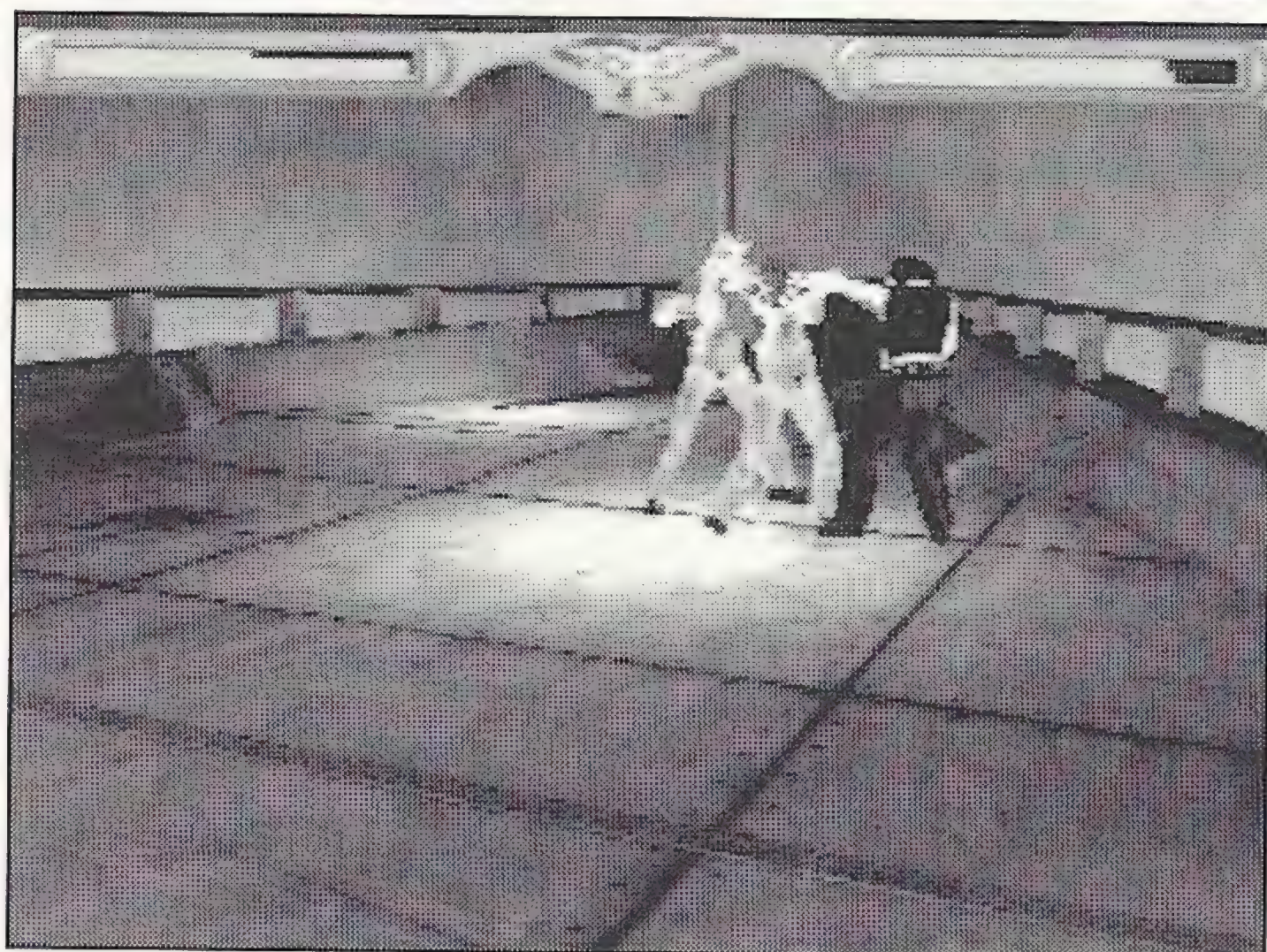
Tavern ►

The game begins at a waterside tavern in the City of Angels. You'll find that this biker bar is full of would-be tough guys eager to mess with your mind--and your "body!" Explore every nook and cranny to discover where the action is.



◄ Pier

Your struggles continue dockside, where some scummy dope-fiends try to get under your skin.



◄ Ship

This docked ship is crawling with danger—knife-throwing thugs, some nasty dudes with machine guns and areas that crackle with menace....



◀ Tomb

Drawn by your desire to know the truth of your fate (are you really

dead?), you seek the answer in the boneyard. On the way, a group of crazed cultists assaults you. And folks say death is peaceful! You'll have to de-program these losers the hard way--and make it permanent!



◀ Graveyard

At last, you come upon what you hoped--and dreaded--to find: your grave! But there's no time to ponder the odd twist of fate that brought you here. As you enter a

mausoleum, the cultists continue the attack. It's all you can do to battle through to the supposed sanctum of the church....

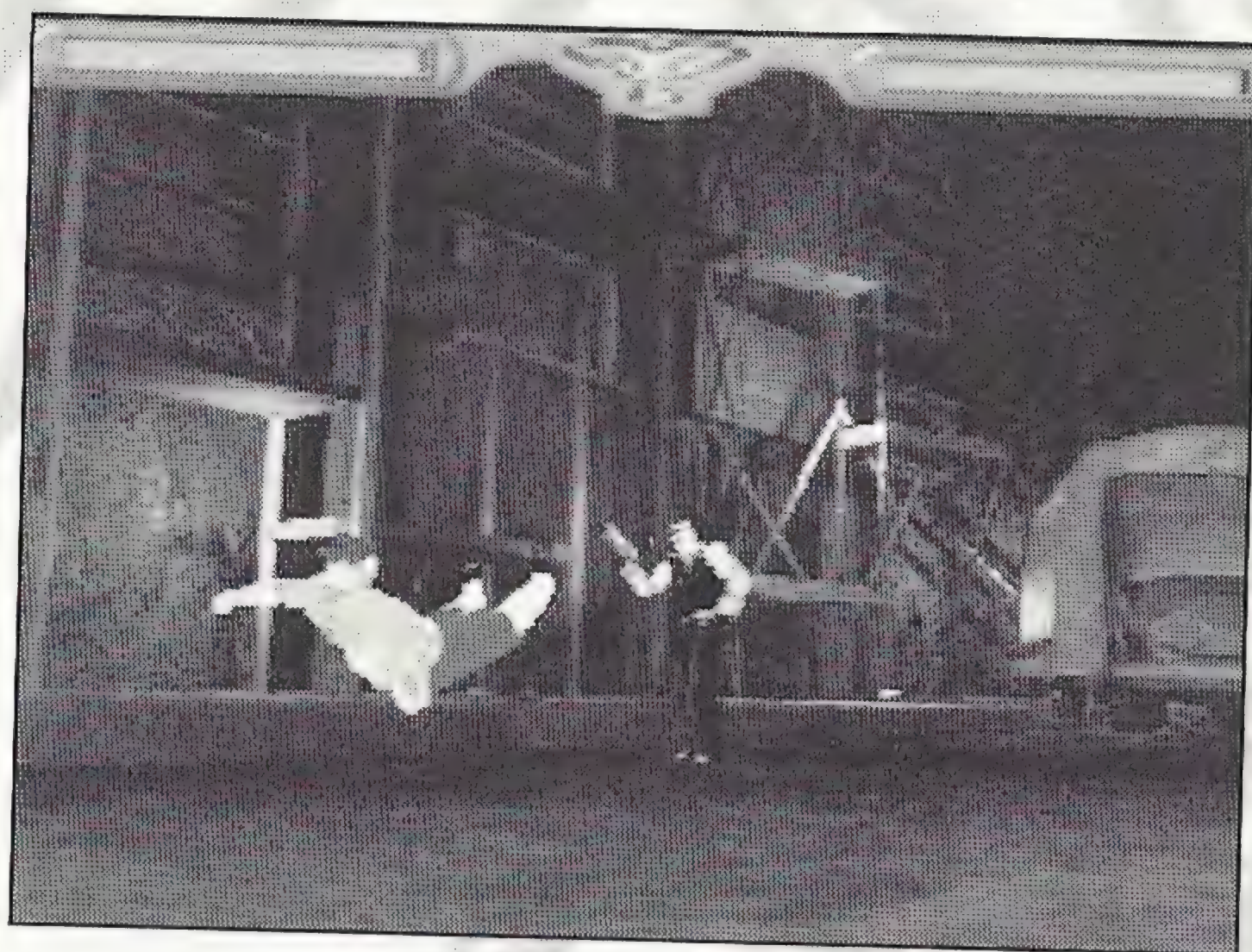


◀ Church

There's something unholy in this house of worship. Overrun by cult members, it's now a gantlet Ashe must master if he hopes to regain his soul.

Day Of The Dead ►

The Mexican Day of The Dead festival is a colorful and disturbing celebration, especially for Ashe. His hopes of uniting with his spirited friend Sarah are dampened by the creeps that seem to come at him from all sides as he tries to make his way through the festival to Sarah's apartment. He finally arrives, only to discover a lurking foe. From there, he wanders about the tawdry underground world of the City of Angels: peep shows, tattoo parlors, all the worst the city has to offer.



▲ Second Coming Club

Still seeking answers, but now seeking Sarah as well, Ashe enters the Second Coming Club. A few of the patrons are bent on his destruction, and they don't hide their intentions!



◀ Judah's Tower

Sarah has been kidnapped to lure Ashe to the lair of Judah, the sinister figure behind his torment. He doesn't want to alert his host to his

impending intrusion, so Ashe must climb up the outer windows before getting to the elevator which will bring him to the tower. Once he enters the top floor, a world of wicked illusion and demons is his reward. He must make his way to the tower in order to confront Judah--and destroy him!

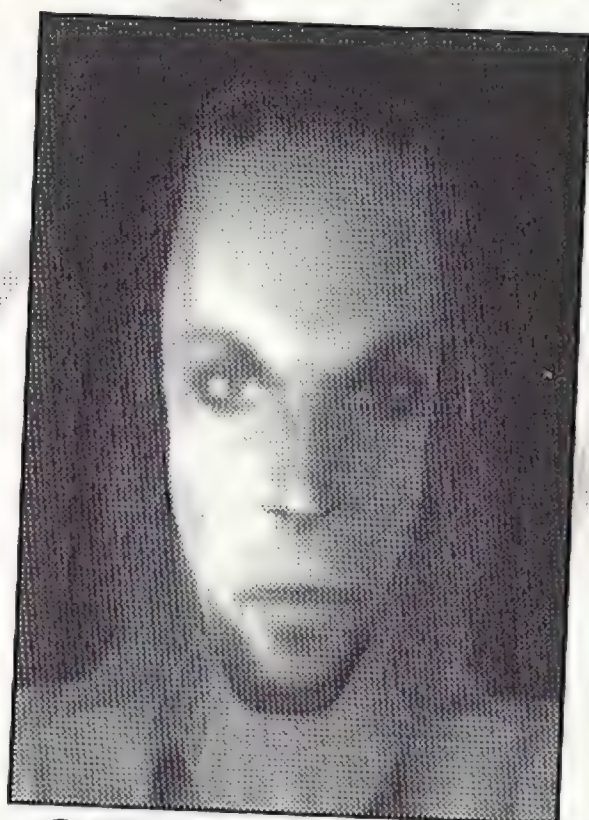
Borderlands

In a new setting more like death than life, the monstrous mayhem continues, as Judah sets his demons after Ashe in a shadow world where only a fierce will can help him survive!

Finale

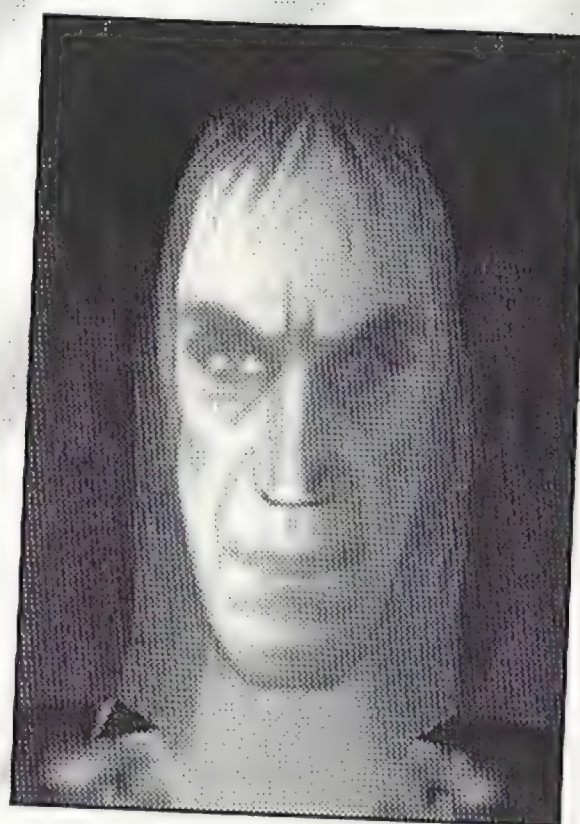
If you get this far, you'll need no further guidance....

CHARACTERS



SPIDER MONKEY

This drug making junkhound is helping Judah build an empire out of misery. Too bad he's so fond of his own product!



CURVE

Is it the sinister smile or the cut of his knife that gives the repulsive Curve his name?



KALI

A deadly and demented assailant, Kali owns a deserved reputation as a top street warrior and assassin!



NEMO

This dull but dangerous pervert can cause some real trouble!



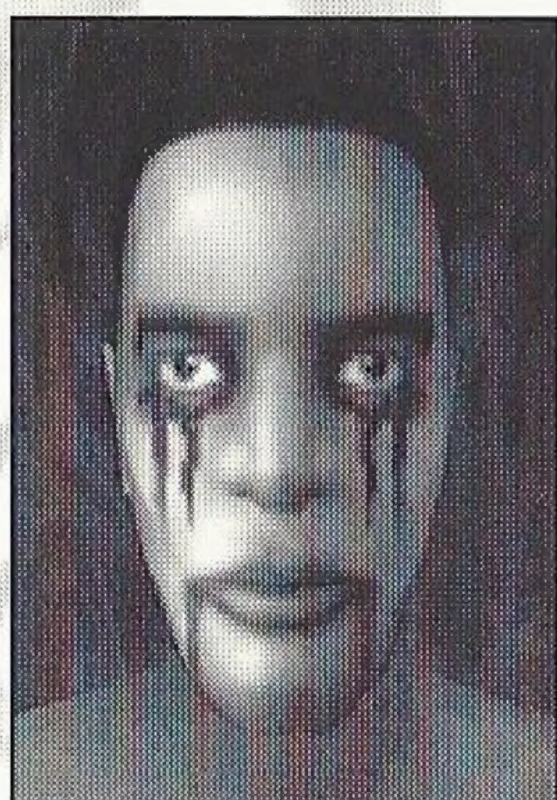
SARAH

A lovely artist who recognizes that Ashe is suffering, Sarah is Ashe's link to understanding his dilemma!



ASHE

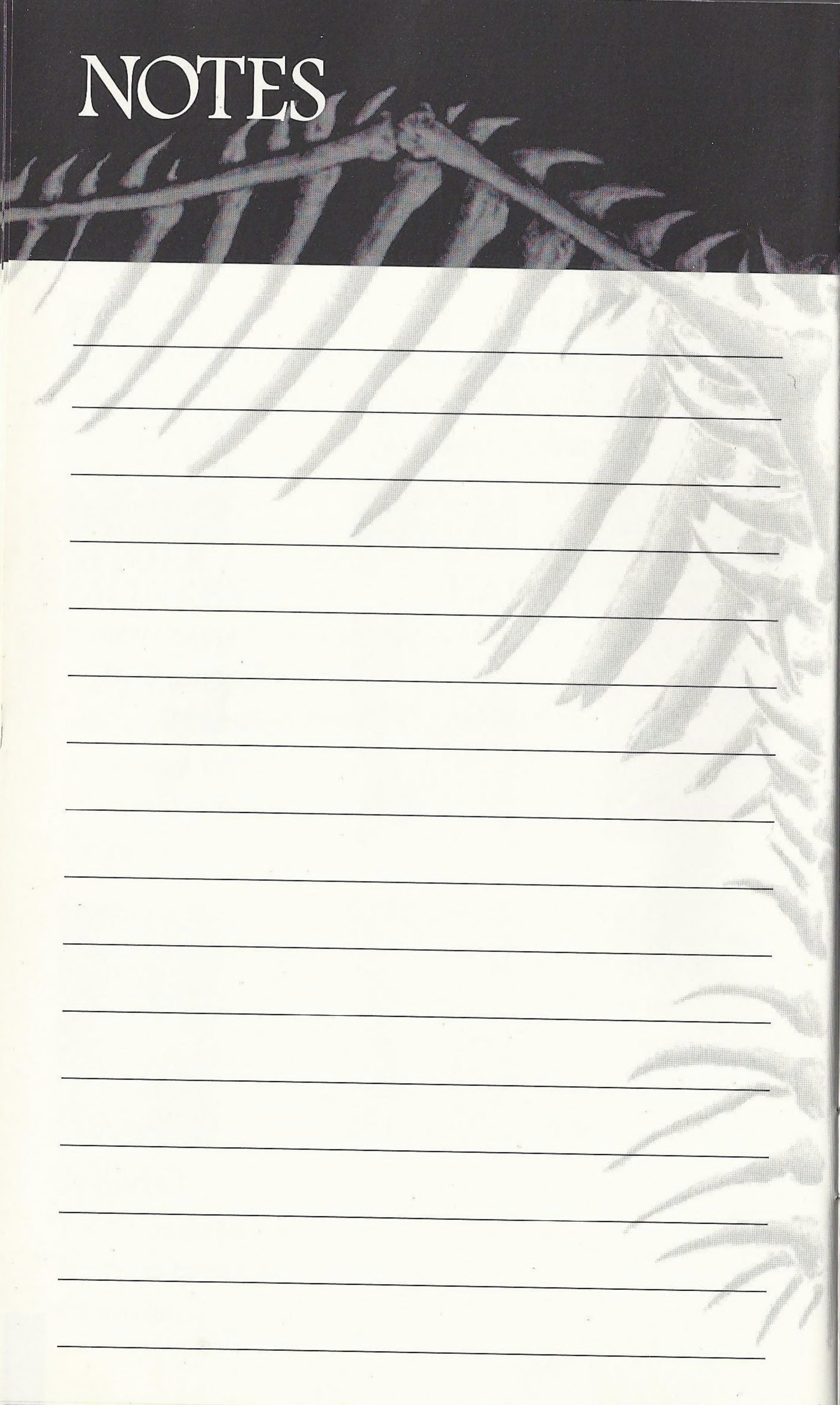
His search for peace propels him into ever-more compelling confrontations, until he is able to destroy Judah!



JUDAH

The underworld never runs out of those who would pay any price to rule it, and Judah is one who will test Ashe beyond the bounds of mere pain!

NOTES



The image shows a notebook with a dark, textured cover. On the cover, there is a large, light-colored silhouette of a palm tree. The notebook is open, revealing a light-colored page with horizontal ruling lines. The word "NOTES" is printed in a large, white, serif font in the upper left corner of the cover. The background of the entire image is a dark, textured surface, possibly the notebook's cover or a background wall.

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